



# The Kommandeur



Volume 37 Number 4

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## Editorial

**T**he World Boardgame Championships took place since the last issue. I know of only two members of AHIKS who attended. One of them, Tom Oleson, was good enough to share some of his impressions with us.

In the early days of the Origins conventions, AHIKS was a presence. Attending members put an orange sticker on their name badges that said "AHIKS." Usually we had a table somewhere at the convention where information was available to the uninitiated and where members could sign in, see who else was there, and arrange to get together. We tried to get a mention or an ad in the convention program book.

Are we still doing this? Of course, to do most of this, it takes an individual to make time and make an effort. But, at the very least, AHIKS should place an ad in the convention program. (Are we doing this?) Board wargamers are becoming an endangered species. AHIKS should be making some positive steps to keep mem-

bership up and thus be a force in keeping board wargaming alive and well. To keep up membership, we need to be known where board wargamers gather. The Boardgame Championships seems to be one of the good places left, however, page 9 shows that there are plenty of conventions still out there. (The November 2002 issue of *Games* magazine contains a 3½ -page article on the convention.)

Stuart Schoenberger's Treasurer's Report is on page 3. AHIKS is still solvent, and the plan to lower our net worth by lowering dues this year seems to be working. I was not happy with the Expense item "Uncategorized expenses," however, and have expressed my feelings to Stuart. Hopefully we will be able to find categories for that money. With Les co-signing the checks, we know we are not financing someone's hot-tub, but the membership should have a clearer picture of where the money is going.

Most of the officers were contacted individually and asked for contributions to this issue. Apparently nothing is happening. Is this good or bad?

I am experimenting with photographs in this issue. If they come through the printing process in good shape, in future issues you may see pictures of my cats, my collection of match-book covers...the possibilities are endless.

The deadline for the next issue of *The Kommandeur* is November 30. That will be the last issue of 2002, and you will have paid your dues for 2003 by the time you receive it.

### On the inside:

A new AHIKS constitution

Financial news

Book reviews

Convention news

A voice from the past

Opponents wanted

A convention is coming near you

What's a perpetual fund?

And...

A quiz (spelling counts)

**AHIKS**

OMAR L DE WITT (15763)  
ELIZABETH NJ 07208

**WARGAMING/MINIATURES**  
JULY 23, 24, and 25, 1976

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AHIKS

OMAR DEWITT

**ADMISSIONS**

Omar DeWitt

## The AHIKS Perpetual Fund

Do you know how the AHIKS Perpetual Fund got started? Do you even know there is such a fund?

It was started by member **Bruce Monnin**. In his own words:

"I proposed the AHIKS Perpetual Fund many years ago. I got no response from anyone except **Frederick Kraus**, who sent me \$150 in 1994 and \$150 in 1995. So, I matched his contribution and opened a bank account, then added to the principle for a few years.

"The fund currently has \$500 in a CD and \$200 in a savings account. My goal was to get AHIKS as a group to run the fund,

and even agree to add a small percentage of the dues collected every year (such as 1% or 2%) to the principle so that it would always grow. Eventually (especially with a few donations), the interest earned each year would be able to defray a good portion of AHIKS' expenses. But, alas, the interest has never seemed to be there. And I've never gotten around to doing anything much to either promote it or to fold it up and send Frederick his original cash back.

"If it ever does pick up, I'd like to submit a proposal that the cash be moved into the hands of the elected AHIKS Treasurer, to remove the possibility of an unscrupulous person such as myself

taking off with all the cash."

The Fund is currently generating money for AHIKS. In 2001 AHIKS received \$22.21, and this year we received \$22.56.

If anyone wants to thank Bruce for his efforts, or even add to the principle, write him at [MonninB@Bright.net](mailto:MonninB@Bright.net).

or

177 South Lincoln Street  
Minster, OH 45865-1240

He has my thanks and admiration for initiating The Fund.

Omar DeWitt

[Note: Bruce publishes *The Boardgamer*, which won the award for Best Amateur Wargame Magazine for 2001.]

From Vol. 7 No.1, 1972

Credit, I assume, goes to the then-Editor Ed Mohrmann

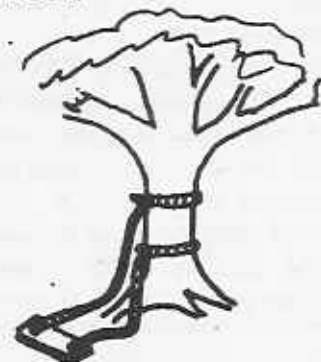
### Announcing the new AHIKS constitution!



What the President ordered



What was written



What was printed in the K



Corrections to what was printed in the K



What the RD's actually did



What the members wanted

## Convention News by Tom Oleson

If you are reading this, you probably did not attend the World Boardgaming Championships held July 30 to August 4 near Baltimore, but you should plan to attend the next one, about the same time next summer. (Check out [www.boardgamers.org](http://www.boardgamers.org)) I have attended them all, coming from Sweden for the inaugural event over a decade ago. I always leave with a warm feeling of appreciation for a rewarding experience, and an eagerness for the next year to come soon!

You will find there every sort of game from simple non-wargames suitable even for youngsters, to the most complex hardcore grognard monsters. There are always interesting new games which nobody knows better than you do, or the chance to sit opposite an expert who probably will not mind showing you the ropes. You may meet a few people who will not become friends, but the standard of sportsmanship and friendly play is remarkably high. You will encounter old friends, and make new ones.

You will also have the chance to chat with hobby luminaries like Don Greenwood, Richard Berg, Jack Greene, and Ted Raicer, and inspect the latest designs, often with their designers eager to explain them. A highlight for me was to again greet Columbia Game's guiding light, that fine gentleman, Tom Dalglish, attending for the first time.

If you have a lot of time, there probably will again be preliminary events before the con begins, or, if you don't have much time, try to make it just for a day or two.

Don't miss it!

[What follows are a few of Tom's observations on this year's convention.]

The designer of *Europe Engulfed*, a big block game on the ETO is a pleasant fellow with whom I had some enjoyable chats. He also invited me to play in his demo game but other obligations intervened.

He said that he first offered the game to Columbia Games years ago, but they preferred a hex game with far fewer blocks. He designed that game, and had it with him. I should have asked to see it! He said that he just disliked it: no fun. GMT has 166 orders, and, when and if they get 500, his game will be published.

I also had the chance to scan the rules. I rarely buy games nowadays but will buy this one in part since he is such a friendly person. However, I was a bit put-off, in watching the demo game, by the system of area movement (which Columbia Games also disliked). The areas are so large, with only a few areas or even one per country, that you get many, many blocks contesting each other in each area, which to me is contrary to the advantages of the blocks. Central Russia with 25 German blocks vs. 27 Russian blocks, huh? I was not put-off by the smaller blocks, as I had feared.

Another ETO game which caught my eye was *WW II - Lite*, a semi-funny attempt! I thought it had been published, but it was just a very slick playtest edition. *WWII-Lite* was not like anything I had ever seen. It is comparable to the film/musical "The Producers." They are trying to get it published.

There were several other new or newish ETO games.

In the movie business there is an expression called "having legs," which refers to films which do not drop quickly in popularity. When it first came out, *Totaler Kreig* was very popular at the

## Treasurer's Report from Stuart Schoenberger

For the current year through September 14:

### Income

Dues	\$698
Interest	\$ 54
	----
Total	\$752

### Expenses

Uncategorized	\$472
Bank charge	\$ 3
Match Coord.	\$755
Printing	\$782
Treasurer	\$126
	----

Total \$2,138

AHIKS net worth as of August 23, 2002: \$7,714



con, but there, at least, it has lacked legs, as this year there was no tournament, and I saw only a few people playing it.

The 3R/Pac combination continues to be popular with its relatively few devotees. ★★

## The Basic Wargame Library

by Richard Berg

[Ed: Did you know that the famous game designer Richard Berg was once Editor of the K? This article is from his first issue (1974) and still makes interesting reading.]

The pleasures obtained from wargaming are wholly subjective, and opinions either way are apt to cause arguments of remarkable stridency. At the same time most cogent gamers will readily agree that there can be a distinct difference between a game that is "good" and a game that is fun to play; i.e., your favorite games may not necessarily be those games which you consider to be best.

A perfect example of this is one that I'm sure will bring forth many cries of "foul." Most gamers, old and new, enjoy playing Avalon Hill's longtime favorite, **Stalingrad**. However, **Stalingrad** is NOT a good wargame. A good game, perhaps, but not a good simulation wargame. Its total blindness to any semblance of history (it has all the historical accuracy of "Machiste versus The Son of El Cid"), its mapboard which, for all its terrain, might as well be the Mojave Desert, and its basic inequities in play balance label it as an anachronism in the present state of the art.

What, then, is a good wargame? Unfortunately, that's a little like asking what a good book is, or what makes a great opera. Disagreement abounds as to particulars, but everyone will say they know one when they see one. The good wargames combine, in varying degrees, what we can call "The Candide Approach" -- the best of all possible worlds. It allows the player-gamer to have a few hours of relaxing fun; it provides the historian-gamer with

insight into the subject matter; and it allows the "assassin," the killer-gamer, to vent his spleen on his opponent by revealing The Master Plan that will not only destroy his opposite number, but History as well.

So far there are few, if any, games that could satisfy all three of these groups, so we must look to the individual merits of each game. Is there something about the game which raises it above the others? Is there something about the game that makes it more desirable to have, or, perhaps, more representative of its genre? I have scoured the rather extensive repertoire of games from both my collection and those of several other gamers. I am sure that somewhere I have overlooked someone's favorite or failed to even consider a likely candidate. That is unfortunate but unavoidable. The list I have gathered represents 23 games that any serious gamer should have in his collection--games which will not only be playable but will most exemplify the state of the art today. As new and worthy games appear they will be added to the list. With the knowledge that both my flanks are wide open to heavy barrage I herewith state my thesis.

### INTRODUCTORY

1. **Afrika Korps** (AH) -- The best game for the beginners. It's easy, exciting, and romantic.

### TACTICAL

1. **Alesia** (AH) -- A legendary game of double encirclement.

2. **Musket & Pike** (SPI) - A remarkably clean tactical game that still conveys the feel of the period.

3. **Soldiers** (SPI) - The only really good WWI game available.

4. **Panzerblitz** (AH) - The granddaddy of tactical games; the mystique of the tank; all in a glorious physical package.

5. **Sniper** (SPI) - The nitty-gritty game, and the best fun item in years.

6. **(Air) Foxbat & Phantom** (SPI) - Winner by default in a close non-race with AH's **Richtofen's War**.

7. **(Naval) Frigate** (SPI) - A classical game of maneuver and romance. Lots of swash in its buckle.

### OPERATIONAL

1. **Borodino** (SPI) - A remarkably good game, its simplicity of play belying an intricacy of strategic possibilities.

2. **Kasserine Pass** (Conflict Game Co.) - A good terrain game, fast-moving and bloody.

3. **Battles of Bull Run** (SPI) - Surprisingly, considering the subject, the best SiMov game of its type.

4. **Winter War** (SPI) - With all its faults, a remarkable recreation of a remarkable campaign with all those great Finnish ski units!

5. **Moscow Campaign** (SPI) - The best operational level slugging match; a tense, accurate, see-saw battle of supply and reserves.

6. **Breakout & Pursuit** (SPI) - A game of logistics mainly for supply buffs - The Pipeline Special.

7. **Desert Fox** (Cavalier) -- All things considered, the best of a gross of games on the most exciting campaign of WW II.

### STRATEGIC

1. **Quebec, 1759** (Gamma Two, Canada) - A delightful game in a superb package with a unique combat system.

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2. **La Grande Armee** (SPI) - The best of the Napoleonic games: an insight into the speed and power of Napoleon's army in its heyday.

3. **Franco-Prussian War** (SPI) - A little-known campaign, a somewhat clumsy system, but a tense, freewheeling, sweeping game.

4. **World War II** (SPI) - For all its seemingly complex rules, a crisp, player's delight of grand strategy that is remarkably simple and exciting in its play. SPI's most popular game.

5. **Drang Nach Osten + Unterschieden** (GDW) - The monster game at its finest; excellent physical production, 1000's of counters, tremendous scope and complexity, and even Hans Rudel himself! Magnificent!

### DIPLOMATIC/MULTI-PLAYER

1. **Diplomacy** (AH) - The only board game with no luck element. A cult unto itself.

2. **Dynasty** (Dynasty Games) - A little-known, out-of-print game of Ancient Chinese power structure, executed with loving care and a wild play system.

3. **Strategy I** (SPI) - A must for the true game buff: a collage of intriguing and complex rules grafted on to sweeping scenarios from all eras. A multiplayer phantasmagora.

### THE INTRODUCTORY GAME: Afrika Korps (AH)

A great number of readers will possibly question the inclusion of an "introductory" category, as they have long since passed that stage. However, there is a veritable motherlode of untapped players, and the opportunity to introduce them to the art of wargaming occurs relatively often. The ques-

tion then is, which game is best for the newcomer, as even the simplest game can seem arcane and complex to the uninitiated.

Obviously, few people are going to say, "Let's start with a little USN." However, many gamers unwittingly try to teach the newcomer a favorite game that is totally unsuitable for the learning process. Examples of this would be **Moscow Campaign** (SPI), **Panzerblitz** (AH), or **France, 1940** (AH). These games, although each interesting in its own right, are too much for the beginner to handle. At the same time, you don't want to saddle him with a dog that would bore Robinson Crusoe, e.g., **Tactics II** (AH), a game with all the charisma of Durwood Kirby.

The game I would suggest is Avalon Hill's **Afrika Korps**. The reasons are almost obvious. **Afrika Korps** is incredibly easy, both to learn and to play. The only "complexity" in the rules is, perhaps, supply, and that's certainly no braintwister -- unless you find it hard to read dice. A novice can pick up the rules, and with it the basic gaming system (hex movement and odds/ratio combat), in a matter of minutes. Simplicity however, is not the sole criterion; the game must have some sort of kick to it that will hold the beginner's attention, something that will bring him back for more. **Afrika Korps** has that kick: the built-in romance of Rommel and his legendary Deutsche Afrika Korps. Almost everyone is fascinated to some degree with this area of military history, and the newcomer will find ready identification with this subject.

An additional point in its favor is the small number of units on the playing board at any one time. This will help the new player in learning how to assimilate all the

information that he must in order to cogently play the game. The small number of units allows him to ease into the system smoothly, with a minimum of panic.

Furthermore, the game itself provides "thrills and chills" for both sides. The ebb and flow of the game's balance is, perhaps, the key to its popularity. Moreover, it is this type of play balance -- where one side is strong at the beginning but must move quickly because the other player is building up strength and at some point will be able himself to take the offensive -- that usually makes a game an interesting one. We thus have popular games such as **Battle of the Bulge** (AH), **Sinai** (SPI), and **World War II** (SPI). In **Afrika Korps** this happens more than once, and therein lies the secret to its success.

I am not going to make any attempt to give a definitive review for **Afrika Korps**. Suffice to say that its historical inaccuracies, which are almost comic, hurt the game terribly. Yet, **Afrika Korps** was a remarkably innovative game at the time of its publication; it was the game that introduced Automatic Elimination. It was also the first game to place a great deal of "outside" information on the board itself, a facet that Avalon Hill unfortunately unlearned immediately. With all its inaccuracies and banalities, **Afrika Korps** still provides an exciting playing experience for gamers of any background. It's fast, it's fun, and it's easy. And for these three paramount reasons it is THE introductory game, and every serious gamer should have a copy. ★★



## Book Reviews



### *The Forgotten Axis*

Germany's Partners and Foreign Volunteers in World War II

By J. Lee Ready

565 pages with a thorough index

Published in 1987 by McFarland & Co.

Reviewed by Tom Oleson

Most wargamers are interested in history, which often leads to research. One of the first things you learn is that no one book is the ultimate authority, but most help understand topics too vast to ever fully master.

WW II spawned a number of short-lived mini-states, two-of-which, Croatia and Slovakia, are back with us. When I asked about a hundred wargamers to identify another such state, "Trient," none could. On page 392 of *The Forgotten Axis* it states that on 9/19/43 the Germans announced territorial changes affecting Italy. One was that "Trento and its hinterland remained part of Italy, but as an autonomous state, named Trient by the Germans".

One of many other surprises to me in this book was that with the help of the Soviets, "British and Allied Norwegian troops" occupied Kirkenes, Norway, in early 1945, creating a front between that area and German-held Norway to the south (page 435). Here again, my hobby pals were ignorant of that detail.

Many historical books are biased. The only bias I could detect on the part of Ready was a tendency to use positive words in describing Axis advances. He also gives a thorough explanation of why so many Europeans joined the Axis cause, although this seems impartial.

In games on the ETO, certain Axis Allies get a pretty bad rap, such as Italians, Hungarians, and Rumanians. Perhaps the most useful aspect of this book is an extremely thorough discussion of their role (and that of other countries as well), including victories as well as defeats, amply backed up by facts, including German evaluations of what their supposedly inferior Allies had done.

It is a long book, but never boring; it is well worth reading for anybody with an interest in the topic. My own interest was its relevance to the game of *Anzio*. I was interested to find how well its designer, Dave Williams, had done his research at a time when books such as this were not yet available.

The same firm published a companion volume, *The Asian Theater*. I marvel at the work that went into these books. They can hardly have a large enough audience to make much profit. Like wargame design, a labor of love!



### *Waterloo, New Perspectives*

The Great Battle Reappraised

By David Hamilton-Williams

416 pp. Maps. Photos.

© 1993 Brockhampton Press

Reviewed by Omar DeWitt

Yet another book on the battle of Waterloo! But I learned and relearned several interesting things about the battle.

Soon after Napoleon returned to France (one of the prime motives for his leaving exile was that he was not given the monies he had been promised when he abdicated), his talented Chief-of-

Staff, Berthier, was murdered. Berthier had been able to organize Napoleon's somewhat confusing orders into coherent ones and made sure they arrived where they were sent. His replacement did not have that ability.

As he retook power, Napoleon was not sure whom he could trust. He decided he could not trust his brother-in-law, Murat, and thus lost a superb cavalry commander.

Napoleon did not trust (but thought he could control) Joseph Fouché, the Minister of Police. However, Fouché "managed...to send to Wellington...the entire order of battle of Napoleon's army, down to the last horse."

Napoleon was ambivalent concerning Ney, who had promised to put the returning Napoleon in an "iron cage." As sort of an afterthought, Napoleon asked Ney to join him and the army, which he did at Avesnes, about 30 miles southwest of Charleroi, the day before the French army crossed the frontier. Ney had to travel to Beaumont in a dilapidated horse cart! Ney was put in command of one wing of the army but was usually working in the dark because Napoleon would not confide his plans to him.

On June 15, with his division just short of Charleroi, de Bourmont, the commander of the French 14<sup>th</sup> Division, and his staff "donned the proscribed Bourbon white cockade" and defected to the Prussians, where de Bourmont gave Blücher the operational orders of the French army.

During the twin battles at Quatre Bras and Ligny, D'Erlon's I Corps had spent the day following conflicting and confusing orders from Ney and Napoleon. Late in the afternoon, he was moving toward Ligny, and he could still have made the day for

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the French if there had been a guide at a fork in the road. Had he taken the other road, he would have come up on the Prussian right flank and rolled it up.

During the battle at Waterloo, Ney led several cavalry charges against Wellington's forces, and he did it wrong. The charges could have broken the defensive line if Ney had done what Murat had done at Eylau. Against the Russians at the battle of Eylau, Murat's cavalry 1.) spiked the Russian cannon and 2.) took horse artillery to smash the infantry squares. (Andrew Uffindell, see the review of *The Napoleon Options*, argues that, even if the cavalry attacks had broken Wellington's line, Blücher's arrival had sealed Napoleon's fate.)

Even after his loss at Waterloo, Napoleon had enough forces in France to continue the war. However, Fouché's machinations left Napoleon with no support in Paris.



### *The Napoleon Options*

Alternate Decisions of the Napoleonic Wars

Edited by Jonathan North.

221 pp. Maps. Photos.

© 2000 Stackpole Books.

#### Reviewed by Omar DeWitt

This book offers ten "what if" options for Napoleonic battles. Although one can accept A happening instead of B, it takes a bit of credulity to follow a long chain of events put together by an author after A occurs. It will take a real student of the era to appreciate all ten of the events discussed here.

I was interested in the Waterloo variation mentioned above. In "Napoleon and Waterloo" by Andrew Uffindell, the author postulates that the cavalry

attacks of Ney did succeed, and Wellington's army was split in two. Most of the non-British forces disappeared into the distance, but the British units retreated only into the woods, where they held firm. The following day, Blücher smashed through the southern part of the extended French line, the British counterattacked, and the entire French army, caught in a pincher movement, was killed or captured.



### *The Wild Blue*

The Men and Boys Who Flew the B-24s Over Germany

By Stephen Ambrose.

299 pp. Photos.

© 2001 Simon & Schuster.

#### Reviewed by Omar DeWitt

*The Wild Blue* focuses on George McGovern, who eventually became a Democratic Presidential candidate, but it also covers other airmen and their experiences. McGovern made several landings with a shot-up plane, which make interesting reading. Ambrose spends a small part of the book discussing strategic bombing and its role in the war, but the arguments over the effect of strategic bombing will not be settled by reading this book. One must always be wary of statistics, but Ambrose writes, "In April 1944, Germany had adequate supplies of oil. Over the next year, the Eighth Air Force dropped 70,000 tons of bombs on the refineries, the Fifteenth Air Force some 60,000 tons. By April 1945, Germany's oil production was 5 per cent that of the previous year."

I found the book mildly interesting, but air buffs would probably enjoy it more. While reading the book, I was reminded of an SSI computer game, *B-24*. In the game, when I wasn't dying

in a take-off crash or in a landing crash, I was dying from boredom flying to and from the target. Apparently the game was not far off the mark.



### Military History's Most Wanted

The Top 10 Book of Improbable Victories, Unlikely Heroes, and Other Martial Oddities

By M. Evan Brooks.

386 pp. Photos

© 2002 Brassey's, Inc. \$13.

(I bought my copy at Amazon.com)

#### Reviewed by Omar DeWitt

This is a book of curiosities. Brooks has compiled a volume of his top-ten lists. A sampling of the lists is "Commanders Blinded by Their Own Ego," "Overrated Commanders" (can you find your favorite general here?), "Lopsided Victories: Fewer Than 30,000 Casualties," and "War Games: Paper." I wouldn't want to give too much away, except that *Squad Leader* was number one in the latter list. You won't agree with all of Brooks' evaluations, but he backs up each choice with a paragraph of explanation, which makes for interesting reading. ★★

### Do you have a fictional favorite?

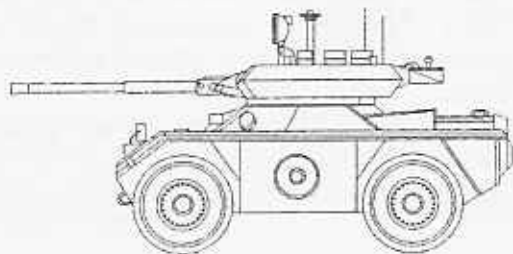
Please share with the rest of the membership any books or movies that you particularly enjoyed. You don't have to write a summary or review, although that would be appreciated, but do let us know what grabbed your interest.

In the next issue I will print a list of your choices.

## QUIZ

If you wish to win honor and fame, send the Editor your answers to the following questions. Answers and winners will be announced in the next issue.

1. Who won the first Charles Roberts award? Hint: he was a member of AHIKS.
2. What travel agency arranged the logistics of what military campaign?
3. What business had its own army (160,000 men)?
4. In what war did the Allied Commanders, standing on the decks of their ships off the invasion beaches, decide to land elsewhere?
5. In the heyday of SPI, Jim Dunnigan offered a course in "How To Design Wargames." It was fairly expensive, and there was only one person who signed up. He graduated with honors and went on to design a few wargames on his own. Who was the student? Hint: he was a member of AHIKS.
6. Which military campaign is considered the greatest with regard to scope and number of personnel involved?
7. How long did it take Germany to conquer France in WWII?
8. How many Luftwaffe pilots were credited with over 250 "kills"?
9. What was the name of the SPI cat? (Credited with two mouse kills.)
10. What Civil War general later wrote a novel which was, even later, turned into a movie starring Charlton Heston?



or



by Omar DeWitt

Having played both computer games and board games, I have made some observations.

1. Board games do not load as fast as computer games. On the other hand, they *do* load. I have a copy of **Civilization III** that I still have not been able to load.
2. During play, board games do not crash, although I am sure there are natural disasters from time to time (a fast-moving pet or child, the tipped soda can, a pacifist mother-in-law). Computer games crash on a whim, usually when you haven't saved play in 20 minutes.
3. When playing board games, you can see the entire map-board. Scrolling is not necessary. However, computer games are good for fog-of-battle. If your line-of-sight is limited, you cannot see what the enemy is doing beyond the hill.
4. You can usually win a computer game. You can cheat, knowing no one will know and knowing full well that the computer has been cheating from the start. Different computer games have Artificial Intelligence of varying degrees; sometimes this "intelligence" is simply more cheating. With board games, you are dealing with the real thing, although I have sometimes wondered if my opponent is thinking, as his militia eliminates my Armored Division, "This guy *must* be using artificial intelligence."
5. In a computer game, whatever its intelligence, the opponent moves very quickly, does not sit pondering, and does not fall asleep. And, if you take a long time with *your* move, the computer couldn't care less. If you want to eat dinner or go to bed, the computer opponent is happy to wait.
6. Computer games store much more compactly. At the height of my game-collecting frenzy, I had one room dedicated to storing games. We had to sell the kid.
7. Old board games can be quite valuable. Old computer games make good beverage coasters.
8. At work, you might be able to get away with playing a computer game. Good luck with **Blitzkrieg!**



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# Upcoming Events



**Oct 18-20, 2002** Saskatoon, SK CAN-ADA  
Heros Gambit  
Web: [www.herosgambit.com](http://www.herosgambit.com)

**Nov 1, 2002** College Station, TX  
ProtoCon  
Web: <http://protocon.com/>

**Nov 1, 2002** Danielson, CT  
Ellis Con  
Contact: John Haskell  
E-mail: [John.Haskell@po.state.ct.us](mailto:John.Haskell@po.state.ct.us)

**Nov 1-3, 2002** Fort Wayne, IN  
PentaCon  
Contact: Rex Joyner  
[www2.fwi.com/~dht/PENTACON](http://www2.fwi.com/~dht/PENTACON)

**Nov 8-10, 2002** Lancaster, PA  
Fall In 2002  
Contact: Jim Butters  
E-mail: [BearDenJim@aol.com](mailto: BearDenJim@aol.com)  
[www.hmgs.org](http://www.hmgs.org)

**Nov 27-29 2002** Indianapolis, IN  
Gamefest  
E-mail: [iceman@advantageconvention.com](mailto: iceman@advantageconvention.com)  
Web: [www.advantageconvention.com](http://www.advantageconvention.com)

**Jan 10-12, 2003** Bellevue, WA  
RustyCon  
Contact: Donna Turner  
E-mail: [Turned2@nwlink.com](mailto: Turned2@nwlink.com)  
<http://www.Rustycon.com/>

**Jan 25, 2003** Detroit, MI  
WinterCon  
Contact: Bob Fix  
E-mail: [rlfix@aol.com](mailto: rlfix@aol.com)  
[www.mdgcons.com](http://www.mdgcons.com)

**Jan 24-26, 2003**  
MarsCon  
Contact: Bill Tedder  
E-mail: [bilttedder@juno.com](mailto: bilttedder@juno.com)  
[www.marscon.net](http://www.marscon.net)

**Feb 14-17, 2003** Los Angeles, CA  
Strategicon: OrcCon  
E-mail: [ravengeist@aol.com](mailto: ravengeist@aol.com)  
[www.strategicon.net](http://www.strategicon.net)

**Feb 15-17, 2003** Pasco, WA  
RadCon  
Contact: Doug Stout  
E-mail: [dcestaudt@gte.net](mailto: dcestaudt@gte.net)  
<http://www.radcon.org>

**Feb 19-23, 2003** Charlottesville, VA  
PrezCon  
Contact: Justin Thompson  
E-mail: [kingmaker96@mindspring.com](mailto: kingmaker96@mindspring.com)  
[www.prezcon.com](http://www.prezcon.com)

**March 1-2, 2003** Kenosha, WI  
Midwest Open 2003  
Contact: Glenn E. L. Petroski  
Phone: 262-654-5044  
E-mail: [GELP@Juno.com](mailto: GELP@Juno.com)

**Mar 7-9, 2003** Clarksville, TN  
Chaos Con  
Contact: Michael Sorensen  
E-mail: [chaos@gamemastersguild.org](mailto: chaos@gamemastersguild.org)  
<http://www.chaoscon.org>

**Mar 7-9, 2003** Lancaster, PA  
Cold Wars  
Contact: Ferkin Doyle  
E-mail: [alfhogg@bright.net](mailto: alfhogg@bright.net)

**Mar 21-23, 2003** South Bend, IN  
Seven Years War  
Contact: Ferkin Doyle  
E-mail: [alfhogg@bright.net](mailto: alfhogg@bright.net)

**May 23-26, 2003** Los Angeles, CA  
Strategicon: Gamex  
Contact: Jack Butler  
E-mail: [ravengeist@aol.com](mailto: ravengeist@aol.com)  
[www.strategicon.net](http://www.strategicon.net)

**July 11-13, 2003** Kalispell, MT  
MonCon  
Contact: Ron Glick  
406/257-GAME

**July 18-20, 2003** Detroit, MI  
MichiCon  
Contact: Bob Fix  
E-mail: [rlfix@aol.com](mailto: rlfix@aol.com)  
[www.mdgcons.com](http://www.mdgcons.com)

**July 24-27, 2003** Indianapolis, IN  
GenCon  
Contact: Wizards of the Coast  
Web: [www.wizards.com/gencon](http://www.wizards.com/gencon)

**July 24-27, 2003** Lancaster, PA  
Historicon 2003  
Contact: Pat Shields  
Phone: (519) 633-5757  
Web: <http://www.historicon.org>

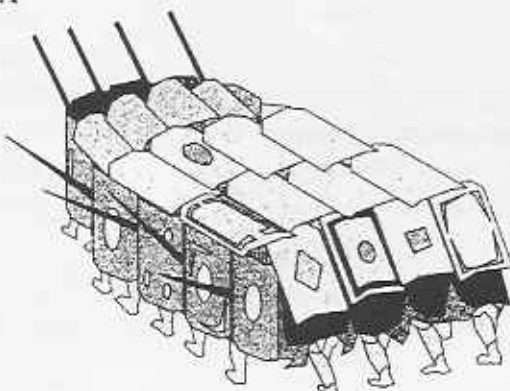
**July 26-29, 2003** Columbus, OH  
Origins  
Contact: Gama (303/635-2223)  
<http://www.originsgames.com/>

**July 29 to August 3, 2003** Hunt Valley, MD  
World Boardgame Championship  
Contact: Don Greenwood  
Web: [www.boardgamers.org](http://www.boardgamers.org)  
E-mail: [doncon99@toad.net](mailto: doncon99@toad.net)

**Aug 1-3, 2003** Milwaukee, WI  
Gamefest  
E-mail: [iceman@advantageconvention.com](mailto: iceman@advantageconvention.com)  
Web: [www.advantageconvention.com](http://www.advantageconvention.com)

**August, 2003** Indianapolis, IN  
GEN CON 2003  
Web: [www.wizards.com/conventions/Welcome.asp](http://www.wizards.com/conventions/Welcome.asp)  
E-mail: [GenConEvents@wizards.com](mailto: GenConEvents@wizards.com)

**Aug 29-Sep 1, 2003** Los Angeles, CA  
Strategicon: Gateway Convention  
Contact: Jack Butler  
E-mail: [ravengeist@aol.com](mailto: ravengeist@aol.com)  
[www.strategicon.net](http://www.strategicon.net)



## Open Match Requests from Les Deck, Match Coordinator

Members should report to the MC any corrections, additions and or deletions to the matches they have requested to insure that no duplications of matches are made and to increase the efficiency of service expected. Please have only one member of the match request ICRKS. Please use the match request form provided when requesting matches and please prepare it properly using the key as a guide. When using e-mail, please provide all the information on the open match request form. If you have an e-mail address, please make sure that the MC knows what it is.

In the event you are moving please send your change of address, phone number, and e-mail address to the Match Coordinator to avoid delay in the receipt of your Kommandeur, ICRKs and other valuable AHIKS information. When contacting the MC, please include your last name and membership number.

Please send top portion of completed ICRKS to Match Rating/Roster Officer Andy E. Johnson III.

Anzio (AH)	(0111)	Oleson
Arab Israeli War (AH)	(0804)	Sheppard E/M
Bull Run (AH)	(1252)	Brooker
Chancellorsville (AH)	(1075)	Morley
Chantilly (ISG)	(1262)	Marcone
Civil War (AH)	(1075)	Morley

Grant Takes Command  
Here Comes the Rebels  
Stonewall in the Valley  
Stonewall Jackson Way

Combat Mission:

Beyond Overlord	(0251)	Lenard E
Computer EastFront (Columbia)	(0044)	DeWitt E
Eylau (SPI)	(0044)	DeWitt E/M
Guadalcanal (AH)	(1382)	Massey M
Israel Defense Force (AH)	(1382)	Massey M
Squad Leader Adv (AH)	(1293)	Wood E/M
Star Ship Trooper (SPI)	(1552)	Clemons
Struggle of Nations	(1550)	Duffield E
Up Front (AH)	(1394)	Rice E
We The People (AH)	(9239)	Poulter E

E (member requests e-mail only) M (member requests mail only) E/M (either OK)

### Members willing to volunteer as GM

Tom Hanover 0818	Bloody April
William Lindow 0988	Achtung! Spitfire (Clash of Arms)
Mike Rowles 1446	AF/D
Gary C. Dickson 1497	TRC
Stuart J Schonenberger	Machiavelli; Reich Chancellor
Robert Carstensen 1526	Submarine, Diplomacy, Stellar Conquest
John Howell 1534	Diplomacy, Civilization, History of the World

### Standby opponents for new members only

Thomas Oleson 0111	Anzio
Mark Gorski 0708	VITP
Kenneth Oates 1238	Pz. Ldr. Pz. Blitz.
John L Kreuz 1333	BB-81
Robert K. Smith 1437	Russian Front

(Anyone who desires to be listed as standby for new members please inform the MC.)

### Opponents in the European Region

Contact Jeff Hawarden

JeffandSue@mudroad.fsnet.co.uk

Avalanche (AP)	Leslie King
Invasion Norway (GMT)	Leslie King
Drive on Paris (Gamers)	Leslie King
Submarine (AH)	Jeff Hawarden
We The People (AH)	Alan Poulter

### 12.4 REINFORCEMENTS (New Members)

Reinforcements may enter at any friendly North, South, East, or West mapboard edge. New units may arrive by ground, rail, sealift, or airlift and count against stacking limits. Reinforcements are fully combat-capable on Turn of entrance.

1554 John A. Trosky  
1555 Michael Lee Scott

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**The Kommandeur**


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The *Kommandeur* (K) is the official newsletter of AHIKS, an international society of mature adults who play historical simulation games by mail. AHIKS is an organization of amateurs, staffed by volunteers, and is not affiliated with any game company or publisher. Society dues are yearly, prorated quarterly, with a one-time initiation fee. Additional information about current rates is available from the Secretary or the European Regional Director. Subscriptions to the *Kommandeur* are not available to non-members nor do we accept advertising. However, we do accept "ad trades" on an issue-for-issue basis with other publications and organizations. Direct inquiries to the Editor or the European Regional Director.

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AHKS

International Wargaming Society

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80 Worcester Rd.
Stowe, VT 05672-4320
USA

FIRST CLASS MAIL

ADDRESS CORRECTION REQUESTED



MATCH REQUEST FORM

Name Member # Phone # Date

Address E-mail

Change of Address Effective

USE THESE LETTER CODES TO ASSIST MATCH COORDINATOR:

- [A] Desire A.R.E.A. opponent (if available)
[F] Desire fast opponent (7-day reply) (if available)
[G] Will Game Master this game with # Players
[M] Desire Multiplayer Match with # Players
[N] Will play new member
[NR] Request non-rated match only
[O] Will play opponents outside USA/Canada
[X] ICRKs needed (check one): 1-6 1-10 2-12 Other (Specify )
[Y] Need preprinted OOB #'s (Insert OOB # or game title)
[Z] Need continuation ICRK for this title & ICRK #
Send my ICRK by e-mail e-mail address

Game title #1. Letter Codes

Game title #2. Letter Codes